1. A method of selecting a target object in virtual three-dimensional space, comprising:

identifying objects, including the target object, in the virtual three-dimensional space;

5 determining distances between the objects and a point in the virtual three-dimensional space;

prioritizing the objects based on distances and identities of the objects; and

selecting the target object from among the objects based 10 on priority.

2. The method of claim 1, wherein the objects comprise one or more of a link object and non-link object.

15 3. The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

20 4. The method of claim 1 wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5   5.   The method of claim 4, wherein the predetermined distance comprises 0x1000000.

       6.   The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.

10   7.   The method of claim 1, further comprising:

       receiving coordinates based on a user input; and

       locating the objects in the virtual three-dimensional space based on the coordinates.

15   8.   The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the

20   point.

       9.   An apparatus for selecting a target object in virtual three-dimensional space, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

identify objects, including the target object, in

the virtual three-dimensional space;

5   determine distances between the objects and a point

in the virtual three-dimensional space;

prioritize the objects based on distances and

identities of the objects; and

select the target object from among the objects

10   based on priority.

10. The apparatus of claim 10, wherein the objects

comprise one or more of a link object and non-link object.

11. The apparatus of claim 9, wherein prioritizing

15   comprises assigning a higher priority to the non-link objects

than to the link objects if the distances meet a predetermined

criterion.

20   12. The apparatus of claim 9, wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5   13.   The apparatus of claim 12, wherein the predetermined distance comprises 0x1000000.

14.   The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and non-link
10   object.

15.   The apparatus of claim 9, wherein the processor executes instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space
15   based on the coordinates.

16.   The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates
20   in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.

17. An article comprising a computer-readable medium
that stores executable instructions for selecting a target
object in virtual three-dimensional space, the instructions
causing a machine to:

5   identify objects, including the target object, in the
virtual three-dimensional space;

        determine distances between the objects and a point in
the virtual three-dimensional space;

        prioritize the objects based on distances and identities
10   of the objects; and

        select the target object from among the objects based on
priority.

        18. The article of claim 17, wherein the objects
15   comprise one or more of a link object and non-link object.

        19. The article of claim 18, wherein prioritizing
comprises assigning a higher priority to the non-link objects
than to the link objects if the distances meet a predetermined
20   criterion.

        20. The article of claim 17, wherein:
        the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5   21.   The article of claim 20, wherein the predetermined distance comprises 0x1000000.

22.   The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link
10   object.

23.   The article of claim 17, wherein the article further comprises instructions to:

receive coordinates based on a user input; and

15   locate the objects in the virtual three-dimensional space based on the coordinates.

24.   The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates
20   in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.